

WHAT IS CLAIMED IS:

1 1. An interactive, handheld apparatus comprising:
2 a housing;
3 a display screen on the housing, the display screen configured to display a
4 plurality of images;
5 an electronic position location system, wherein the electronic position location
6 system includes a processor that is capable of determining a location of a selected region of
7 the display screen;
8 a stylus for selecting one or more of the plurality of images on the display
9 screen;
10 a directional control pad on the housing; and
11 a memory device comprising code for a first educational program and code for
12 a second educational program, wherein the first educational program comprises an
13 educational game that uses the directional control pad and wherein the second educational
14 program uses the stylus and the electronic position location system.

1 2. The interactive, handheld apparatus of claim 1 wherein the memory
2 device is in the form of a data cartridge.

1 3. The interactive, handheld apparatus of claim 1 further comprising:
2 a light associated with the directional control pad, wherein the light associated
3 with directional control pad is illuminated to indicate that the directional control pad is
4 available for use during operation of the educational game.

1 4. The interactive, handheld apparatus of claim 1 wherein the stylus is
2 coupled to the housing with a cord.

1 5. The interactive, handheld apparatus of claim 1 wherein the memory
2 device comprises an internal memory chip.

1 6. The interactive, handheld apparatus of claim 1 wherein the housing has
2 a trapezoidal shape.

1 7. The interactive, handheld apparatus of claim 1 wherein the second
2 educational program comprises a painting program.

1 8. The interactive, handheld apparatus of claim 1 wherein the first
2 educational program comprises a spelling game, a memory game, a number recognition
3 game, or a musical game.

1 9. The interactive, handheld apparatus of claim 1 further comprising a
2 speaker operatively coupled to the processor.

1 10. The interactive, handheld apparatus of claim 1 wherein the first
2 program and the second educational program are suitable for use by a child less than about 8
3 years of age.

1 11. The interactive, handheld apparatus of claim 1 wherein the direction
2 pad is at a left side of the display screen and wherein at least one input button as at a right
3 side of the display screen.

1 12. The interactive, handheld apparatus of claim 1 further comprising a
2 hint button, a home button, and a pause button coupled to the housing.

1 13. A method for using the interactive, handheld apparatus of claim 1
2 comprising:
3 interacting with the apparatus using the stylus when using the first educational
4 program; and
5 interacting with the apparatus using the direction pad when using the second
6 educational program.

1 14. An interactive, handheld apparatus comprising:
2 a housing;
3 an LCD display screen on the housing, the display screen configured to
4 display a plurality of images;
5 an electronic position location system, wherein the electronic position location
6 system includes a processor that is capable of determining a location of a selected region of
7 the display screen;
8 a stylus for selecting one or more of the plurality of images on the display
9 screen;

10 a directional control pad on the housing and being on a left side of the display
11 screen;
12 at least one input button on the housing and being to a right side of the display
13 screen; and
14 a memory device comprising code for a first educational program and code for
15 a second educational program, wherein the first educational program comprises an
16 educational game that uses the directional control pad and wherein the second educational
17 program uses the stylus and the electronic position location system.

1 15. The interactive, handheld apparatus of claim 14 further comprising a
2 hint button, a home button, and a pause button coupled to the housing.

1 16. The interactive, handheld apparatus of claim 14 wherein the second
2 educational program comprises a painting program.

1 17. The interactive, handheld apparatus of claim 14 wherein the first
2 educational program comprises a spelling game, a memory game, a number recognition
3 game, or a musical game.

1 18. The interactive, handheld apparatus of claim 14 further comprising a
2 speaker operatively coupled to the processor.

1 19. The interactive, handheld apparatus of claim 14 wherein the first
2 program and the second educational program are suitable for use by a child less than about 8
3 years of age.

1 20. The interactive, handheld apparatus of claim 14 wherein the stylus is
2 coupled to the housing with a cord.